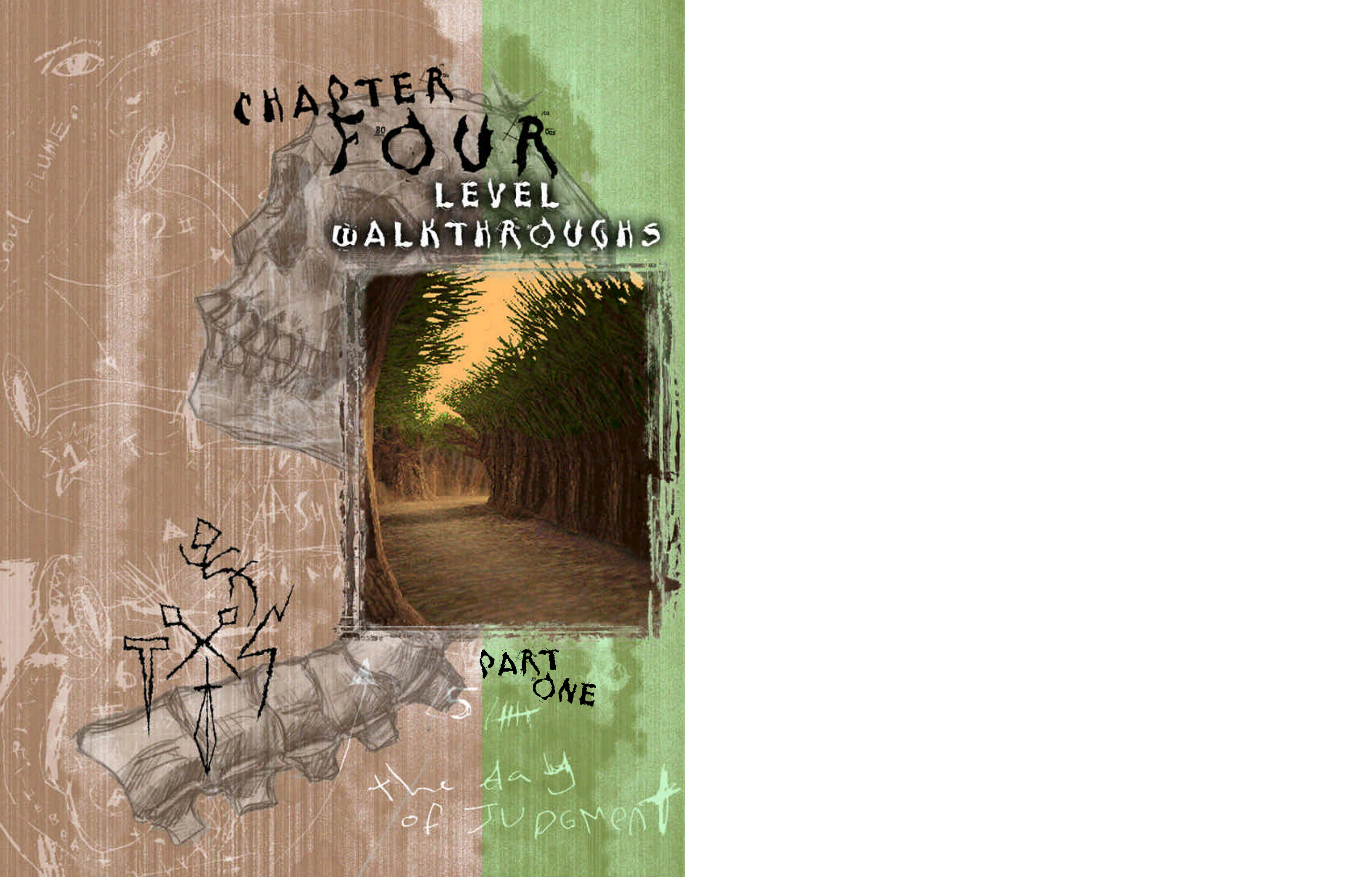


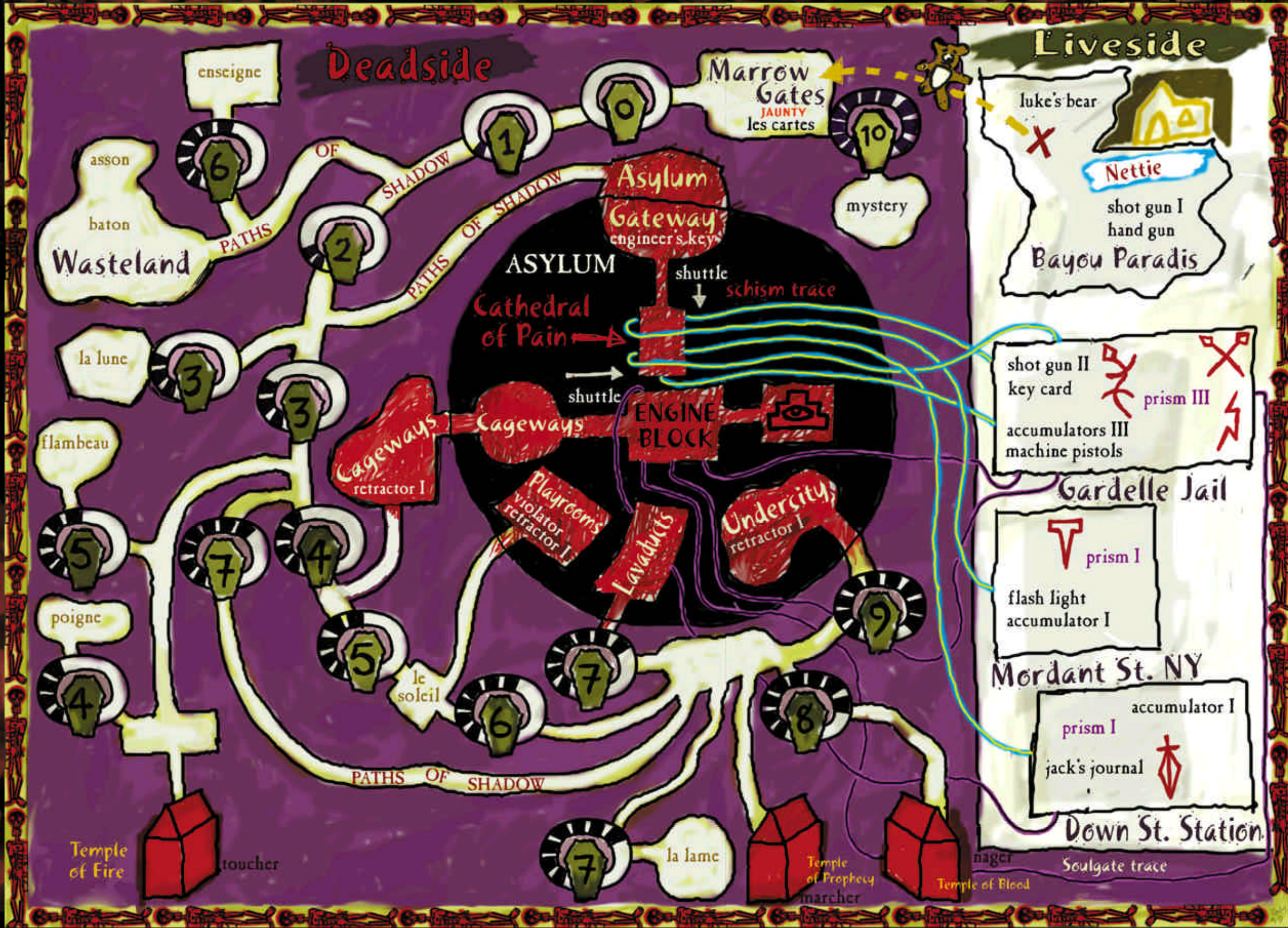
CHAPTER
FOUR
LEVEL
WALKTHROUGHS



PART
ONE

the day
of JUDGMENT





Here is a map that's both decorative and informative. Use this in conjunction with the internal level maps to get an understanding of how the levels interconnect.

The coffins represent the Coffin Gates and the number within the coffin represents the shadow level that you must be at to enter that specific gate.



In this introductory sequence, you'll find yourself set knee-deep in the funky waters of the Louisiana Bayou. This area is designed to familiarize you with Shadow Man's controls, as well as give you some examples of what to



look out for during the course of the game. In both Liveside and Deadside, you'll have to keep a sharp eye for all sorts of things beyond just your enemies. Powerful Voodoo weapons, Govi, Cadeaux, Dark-Souls, Coffin Gates, etc. All these strange terms and more will become second nature to you as you immerse yourself deeper and deeper into Shadow Man's world. But more on that later! Onward now, to the matters at hand.

You'll start the game with Nettie's File in your inventory. It might be a good idea to take a peek at it



now to familiarize yourself with what's going on ... and to get you in the proper mood for your dark adventure!

You begin the game as your mortal incarnation, Mike LeRoi. From the watery point at which you begin your adventure, look first to the cave at the right, where you'll find the first of many

Cadeaux, which you will need to find throughout the game. There are 512



Cadeaux to be found throughout the game. For every 100 you collect, Shadow Man's LifeForce will increase one level if he takes them to the altars in the Deadside Wasteland. Once you've picked up your first Cadeaux, head down the path and look for a cave to your right. Venture into the tunnel that leads from the cave and grab the two Cadeaux you find. Double back and head up the hill. Jump across the small gap and you'll come upon a small bridge. When you approach the bridge, it will collapse into the water, taking you with it if you're not careful. If you should fall into the water, fear not; simply follow the passage that leads back around to where you were before you fell.

Jump across and follow the path into a clearing where you'll see a dog (a nasty looking one at that!). Follow the pooch into an area occupied by a number of dilapidated shacks. Inside you'll see a bunch of goodies you'll wish you could get your hands on, but you can't, so ignore them for now.

Continue up the path until you see a rope that stretches across a sizeable gap. There is a shack connected to it that contains two Cadeaux and Govi. Look on in envy, as you cannot access them right now. Instead, jump up to the cable and pull yourself across the gap.

Once across, jump down and grab the Cadeaux that awaits you. You should have five of these by now. Ignore the dead crows mounted on the poles, as bells tinkle plaintively in the background. Venture forth into the smallish cavern in the back, grab the Cadeaux and jump up to the small, easy-to-miss ledge. It only offers a finger-hold, so don't attempt to climb up. Instead, shimmy to the left and then pull yourself up, heading through the passage ahead. You'll emerge into a courtyard and see the Hounfort, a rundown church that lies amidst a cacophony of flies and hounds. You may take a look



around the yard before entering the church, although it's not necessary since you'll have ample time for that later. Enter the Hounfort and you'll meet up with your Voodoo priestess/lover/mis-



ress Nettie, who despite her youthful appearance, is really hundreds of years old (ick!). This will trigger a cutscene that reveals a good deal of the storyline, as told through the eyes of Nettie. After the cinema is over, Nettie will give you the Handgun (which conveniently has an unlimited number of clips — it pays to be a Voodoo warrior sometimes!) and your brother Luke's Teddy Bear, which Mike will later use to transport himself to Deadside.

Now that you have passed this



small initiation, you'll find yourself back in the church. In front of you lies a Cadeaux, which is ripe for the taking. If you look in the room to the right of the altar, you'll find a large crate that you can push out of the way, granting you access to four more Cadeaux. As the game progresses, the presence of each Cadeaux will be called out less and less, because you will eventually condition yourself to look for these yourself.

Now that your mini-shopping spree is over with, you'll want to head back outside and familiarize yourself with your newfound toys. Whatever you

do, no matter how tempting, **DO-NOT-SHOOT-THE-DOGS!** They will not take kindly to this affront and will gang up on you for your troubles (and it'll be rabies-shots for Shadow Man in no time flat!).



Should you be foolish enough to take potshots at the pups, you'll find yourself in Deadside. No problem, just take Luke's Bear and transport yourself back to Liveside, where you'll have a chance to make amends for your anti-animal ways. But dogs aside, birds and 'Gators don't seem to mind being shot to pieces, so feel free to target these unsuspecting denizens of the Bayou when you happen upon them. However, should you walk the straight and narrow, simply walk around to where the mausoleum is situated in



the back of the graveyard. Assuming you've shot the barrels and snatched up the remaining Cadeaux, shoot the lock off the mausoleum's door and head inside. Shoot the barrels inside and grab any Medipacks you may need (you shot the dogs didn't you?). You'll see a sign that says "Danger". Jump down, but as soon as you hit the water come up for air, because Mike isn't much of a swimmer! He can and will drown if left underwater for too long. You can monitor Mike's air situation by keeping your eye on the blue circle in the center of his Shadow-Meter, which will decrease in proportion to how much time he can remain underwater. Should you drown, you'll end up in Deadside, and, well, you know what to do, don't you? Continue forward and you'll see some Cadeaux that lie submerged at the bottom of the pool. Grab them if you can and continue forward until you see a small gap underneath the water large enough for you to swim through.



On the other side of this orifice, you'll be able to pull yourself up on dry land and reemerge where the shack with the cable was. If you have the gun out, you'll want to holster it since you'll need to pull yourself back over the cable. After you drop back down to the ground, shoot the barrels and grab the Medipacks. You'll now find yourself back where the rope first started, only now you'll be able to access the Cadeaux that you couldn't reach before. There's also a Medipack

in a barrel if you need it, and a Govi in the other building ... but Mike can't do anything with these in Liveside.

Jump down and you'll encounter some 'Gators to use as shootin' practice. Or you could simply run past them since they offer no practical benefits (Medipacks, etc.). Don't get too close, however, since they do bite, and you wouldn't really want to get bit by a 'Gator now, would you? This is a good time to try the sniper mode implemented in the game. Another tactic you'll want to familiarize yourself with is the strafing technique, since this will be indispensable to your survival in the not-too-distant future. The 'Gators take a licking, but keep at 'em and they'll eventually explode in a truly chunky manner! Keep going past the barrels, which by now you should realize contain all sorts of good things. Up ahead is a 'Gator-filled pond which you may or may not want to experience at this point, but should you defeat the 'Gators (you can strafe in the water, FYI), swim to the shack situated in the middle of the swamp. Behind it lies a Cadeaux, and inside is a Govi, which of course is no good to you now. But something that is of use — the Shotgun — waits for you to pick it up. Head back in where you came from and past the area where you snuffed the 'Gators. Grab any Medipacks you might need. A Cadeaux waits past where all the dogs are congregated. Continue back around until you locate the broken bridge. Pat yourself on your Voodoo-back. You've completed the first level. It's time to go Deadside.

IN THIS SECTION, YOU SHOULD HAVE:
 -Met Nettie, Obtained
 Teddy Bear and Handgun
 Shadow Level 0,
 Total Dark Souls = 0

FIRST ENCOUNTERED - SHADOW LEVEL 0 - 0 DARK-SOULS

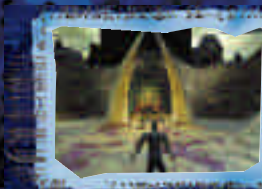
MARROW



In Deadside, Mike turns into Shadow Man, Voodoo savior of the world, and downright serious individual. You'll start in a spot much like the area where you began the Bayou level. The difference being that this is Deadside, and things look decidedly less friendly. Knee-deep in murky waters once again, you'll want to move in a forward direction, all the while dispatching the otherworldly Deadsiders that litter your path.



At this point you'll probably notice that your Handgun is now your Shadowgun. This also has an unlimited ammo clip, but does not fire bullets. Instead, it fires wraith-like projectiles that will quickly dispatch lesser foes who (in order to obtain the warmth needed to heat their eternally cold souls) will draw upon your valuable LifeForce. Best advice? Tend to these monstrosities immediately. Once destroyed, they will leave behind a bit of LifeForce which Shadow Man can conveniently scoop up to replenish any life he may have lost in a previous battle.



Sally forth, following the path until you meet up with Jaunty, your Deadside equivalent of Nettie. Jaunty, despite his bizarre appearance (a skeleton head on a snake's body) is a rather amiable fellow with a brisk Irish (or is it Oi-rish?) accent. He'll fill you in on the matters at hand and offer some much-needed advice.

After a little fireside chat with your bony buddy, you'll make your way through the huge Deadside Gates that lie just beyond the bonfire. Once past the gates, feel free to plug as many Deadsiders as you wish. Even if you don't need the health benefits they leave behind, you'll want to keep them from sapping your own LifeForce, so think of it as a preemptive strike.



TIP: By the way, don't walk over any of the fires that burn in Deadside since they cause Shadow Man damage. Suffer enough damage in Deadside and you'll have to start the area over again.

Eventually you'll come across a "bridge" amidst the spiraling lair which you must jump across. Head through the opening on the other side and prepare yourself for the imminent assault that will take place as two Duppies appear, considerably more vicious than the wretched souls you had previously encountered. Make use

MARRROW GATES

of your strafing abilities and feel free to tuck and roll sideways (or forwards) if you're feeling up to it. Strafing, however, works best, as you automatically remain "locked-on" provided your nemesis remains in sight. Should your skills not be quite where they need to be and you find yourself on the losing end of the battle, you'll find yourself back at the Deadside Gates with Jaunty there to inquire about your lack of progress. Shake off the embarrassment and head right back in. Once past the Duppies, continue on until you find the path that leads to a large switch-like object in the wall. Trigger the switch with your action-button and watch as a cable, not unlike the one found in the Bayou, stretches itself across the courtyard. This will act as a convenient shortcut between here and Jaunty from now on. No need to venture across, though, just continue past the switch and enter the passage to the right.



NOTE: This rope 'n switch shortcut exists in the PC version of the game only!

Down the hall you'll see a Level 0 Coffin Gate that will require you to press the action-button. Watch with envy as Shadow Man flexes like Arnold and causes the whole works to open up.

You have now entered the Paths of Shadow. Upon close inspection, you'll



notice that the gate looks remarkably like Shadow Man's Shadow-Meter. But enough of that. Continue on until you find a set of cards called "The Prophecy". Study it well, it is packed with vital information.



In this room you will need to run up the ramp that encircles the room. You'll see another Coffin Gate ... but you won't be able to open it right now. Instead, run across the small bridge that spans the room, and shoot the Govi container that sits on the other side. Collect the purplish Dark-Soul that the Govi releases and watch as your Shadow-Meter fills up with a corresponding purple color. Congratulations! You've reached Shadow-Level One!

At the spot where you opened the



Govi, you'll see a passage obstructed by a block with strange glowing markings. This a fire-door push-block. Do yourself a favor and don't even think of touching it right now since it will burn Shadow Man's paws, inflicting unnecessary damage in the process. Now that you've upped your Shadow-Meter's power a notch, go back and



teach that previously stubborn Coffin Gate a good lesson. Note that the amount of purple color on the Gate now matches the same level of Shadow-Power you currently possess, which is Shadow Level 1. Open the Gate and cross the bridge inside. To your left, you'll notice yet another

MARRROW GATES

Coffin Gate, this one at Level 2, meaning that you won't be able to open it for the time being. You'll hear a screech from down below. If you so



choose, scratch the Duppie from its meager existence and continue on to the point where you'll trigger Shadow Man's first passage through the Paths of Shadow into another area of Deadside ...

IN THIS SECTION, YOU SHOULD HAVE:

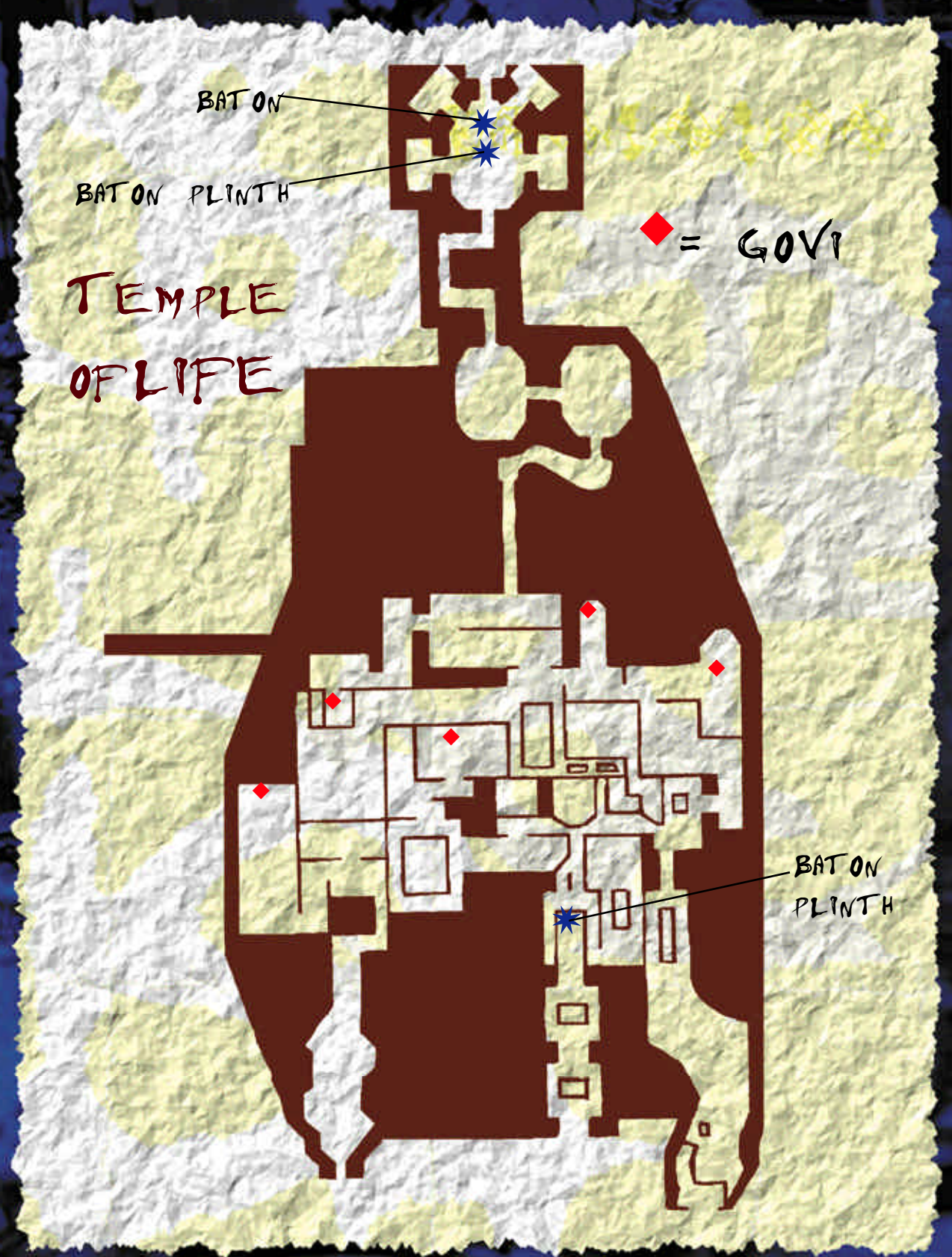
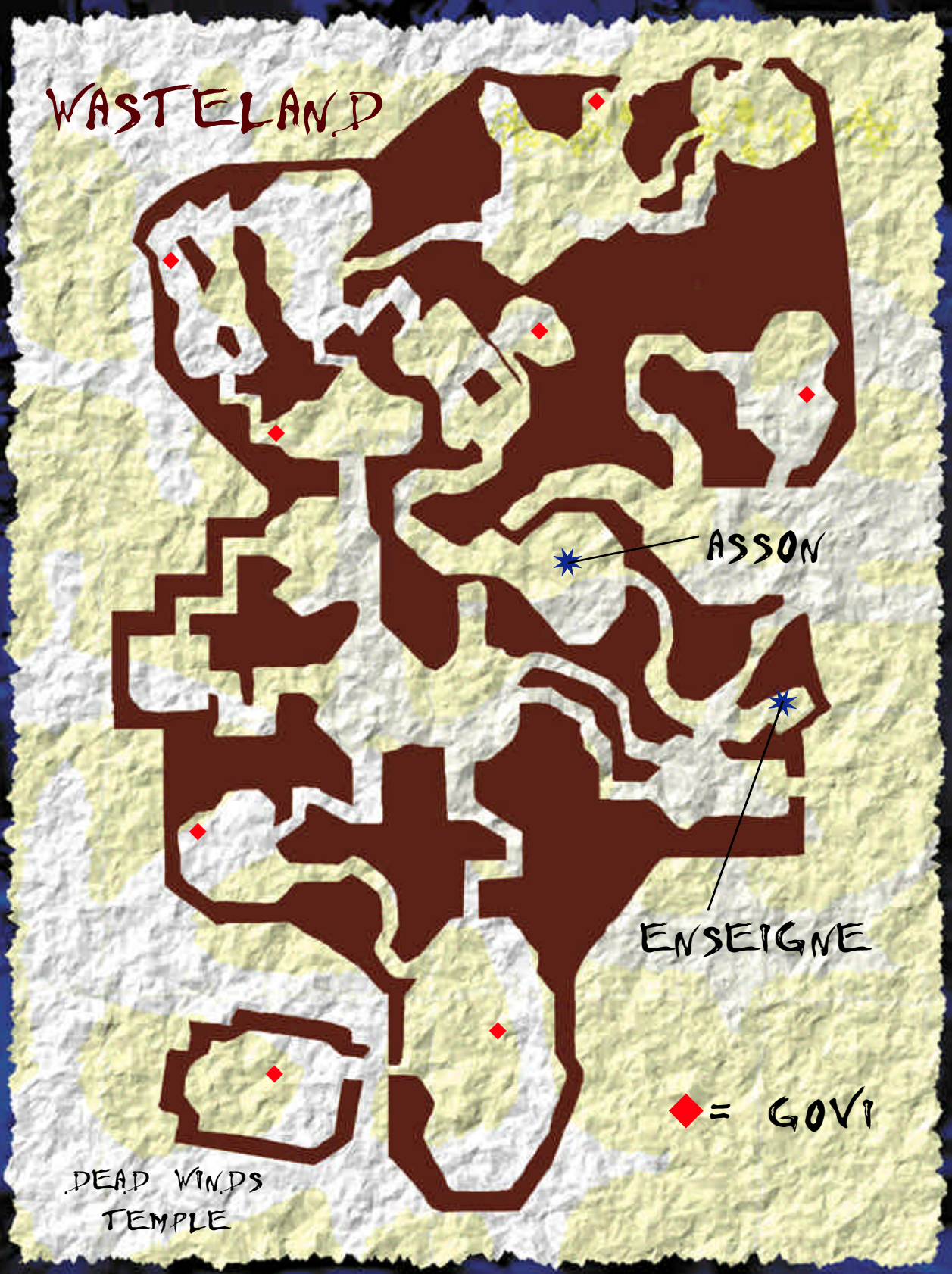
- Met Jaunty, Opened Gates, Found Paths of Shadow, Opened first Coffin Gate (level 0)
- Entered Prophecy Chamber and collected the Prophecy
- Collected first Dark-Soul — Gone up to Shadow Level 1 (1 Dark-Soul)
- Opened Shadow Level 1 Coffin Gate
- Shadow Level 1, Total Dark Souls = 1

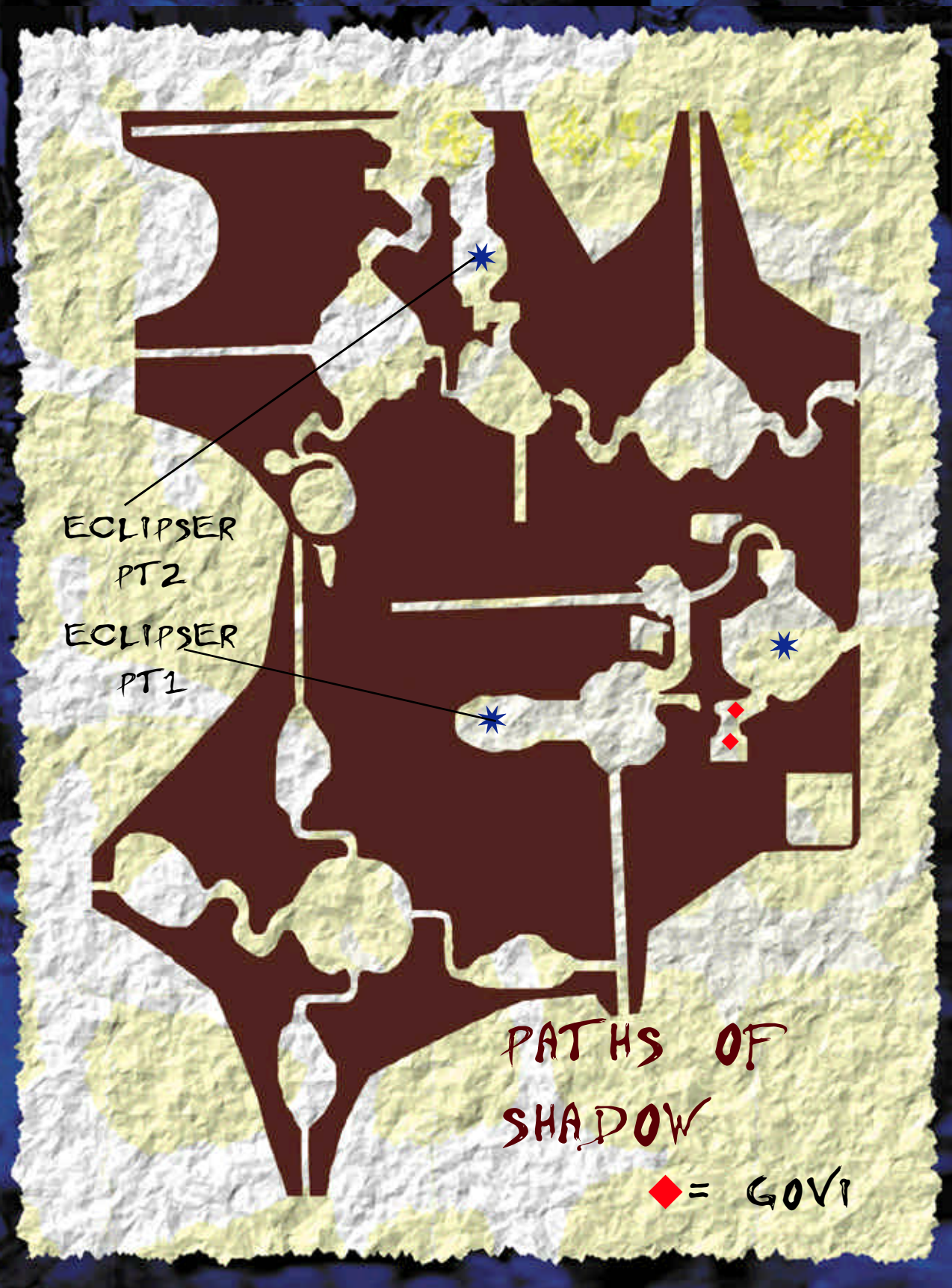
TIPS FROM THE SHADOWMASTER

INFORMATION — If you're really stuck, you can always seek out Nettie or Jaunty for help. They only abuse you because they love you.

TEMPLE OF LIFE / WASTELAND

TEMPLE OF LIFE / WASTELAND





Following that, the Paths of Shadow lead out into a room with two doorways. Being mindful of the Duppies that await your arrival, choose the left doorway, which will lead you into a wide-open area. You'll find a number of platforms protruding from the water, with jars containing Golden Voodoo Skulls for your consumption. The yellow Skulls power the numerous Voodoo-weapons you will find throughout Deadside, and can be monitored easily on the Shadow-Meter (watch the yellow bar, silly!).



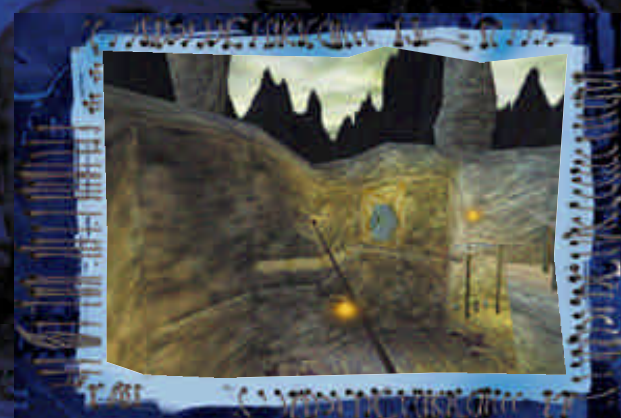
Under the water is another jar that contains a Cadeaux. Since he is technically "dead", Shadow Man does not need to concern himself with oxygen levels in Deadside. What he does need to be concerned with, however, are the Deadfish that populate the pool. Keep in mind that constant motion (i.e. strafing) works best in awkward situations like this. The Shadowgun conveniently works fine underwater, so clear out the pond and look for the underwater tunnel that leads to another area. Swim through and you'll emerge into a



small cave with a connecting passageway. Be careful of the three Duppies that rush you when you enter the passage. After dealing with the critters, follow the path into a room containing a switch/lever. Activate the switch and collect the Cadeaux hidden in the jars (you should be conditioned to actively search for the Cadeaux wherever you go, by now, so these reminders will become less frequent).



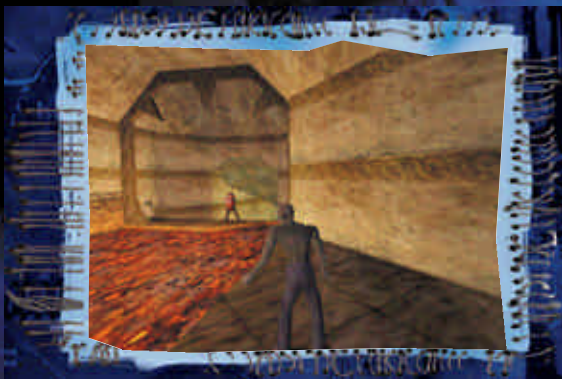
Head back to the pool with the platforms and locate the canopy with the switch next to it. Hit the switch and yet another cable will activate. A flying Deadwing will most likely attack you as you perform these menial tasks. You can opt to engage it in combat, but the tight space will make maneuvering difficult.



To find the next Govi, head to the skin hut near the top right of this area. Be extremely mindful of the Duppie awaiting you in the hut, but once you dispensed of him, pick up your second Dark-Soul.



Your best bet would be to enter the doorway under the canopy and shoot through to the small room beyond. You'll see a Govi on the other side of the room, but DON'T try and walk or jump across to it. It'll be a Shadow



Man barbecue if you do! Instead, bear right and run into the courtyard, taking care to pulverize the Duppies that await you. Bear left and hit the switch (switches are there for a reason, you know!). Run around, shoot the jar, collect the Cadeaux, and head up the ramp on the right side of the courtyard.

Run up to where the four jars are (you know what to do!) and jump across to



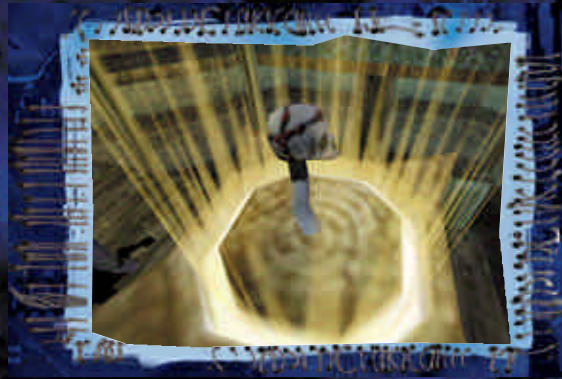
the ledge/platform on the other side. Follow it until you see an opening to the right. Head through and look for a small room with a Govi inside (mindful of Duppies, of course). This is the Govi you saw on your way in earlier — now you can collect the Dark-Soul within. At this point you will have collected three Dark-Souls, which will power you up to Shadow-Level Two. Note that the Prophecy Cards will show you how many Dark-Souls are required to power up to different Shadow-Levels. Power-up, but again, do NOT attempt to cross the hot stuff, or else! Return the way you came and continue until you reach the cable that spans the courtyard. Cross over and run up the incline, looking out for the two-headed Bicephalods that shriek "Shadow Man!" at you (not to mention their vicious bite-attack that you'd rather not experience first-hand).



In the adjacent chamber you'll find a number of platforms. Jump up and run across the platforms looking for an opening in the wall. Inside you'll find all sorts of fun stuff to keep and collect (including a Govi — Dark-Soul #4!). Back in the main room you'll see a series of platforms leading into another room. Follow it until the platforms seem to come to an end. Put your Shadowgun away and jump across toward the wall where Shadow Man will (or should) grab the imperceptible ledge. Shimmy all the way to the left and jump backwards, landing feet first onto the platform behind you.



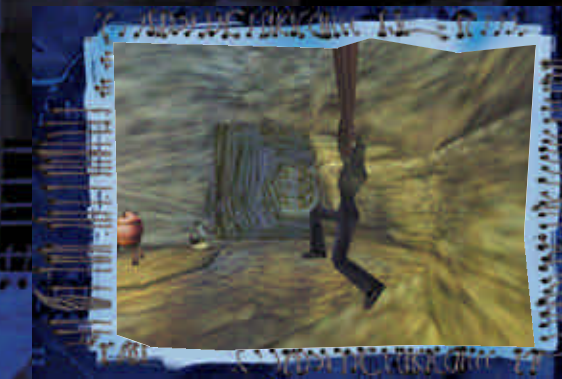
Shoot the Bicephalods and the jars and approach the altar in the center of the room. You have now gained possession of the Asson, your first Voodoo powered weapon. Be warned that this weapon uses Voodoo-power and will drain the yellow portion of your Shadow-Meter.



Continue on and you'll reemerge into the room where you saw the two doorways, only this time you'll be in the area you couldn't previously reach. You'll also see a Coffin Gate you're not strong enough to open yet. To the left of the gate, however, is yet another passage. Inside you'll need some quick footwork to vault off the platforms suspended above the hot coals. Keep in mind that these platforms will sink upon your landing on them, so use them for nothing more than a launching point. After rounding up the goods, you won't be able to venture any further.

Now go to the Temple of Life. To head there, go back to the Coffin Gate and drop down into the area where you entered the level via the Paths of Shadow. From there, head for the lake

and go through the doors into the skin hut where you first encountered the lava. Jump across the short gap above the lava and run down the hallway. When you come out into the clearing, run up the skin-bridge that leads along the right side. About halfway between the ground and the skin-tent ahead, turn and look to your right. There will be a barely perceptible path that leads back in the direction you came from. At the end of the path is a tunnel to your left. On the other end of the tunnel you'll find you can make either a left or a right. To the left is a skin-hut with some jars and whatnot, while to the right is a path that leads to another tunnel, which is the direct path to the Temple of Life. You also might want to cross the rope at this point to discover a well-hidden Govi near the "back entrance" to the Temple of Life!



When you reach the start of the foot-bridge leading to the Temple of Life, Shadow Man will "remember" this spectacular scene and you will receive another location on the Teddy Bear screen. Remember this, too ...



you'll pay the Temple many more visits before long. Cross the bridge that leads to the Temple of Life, dodging the attacks that the Deadwings hurl at you.

Head through the little "maze", and when you come to an altar, turn to your right and jump across. To your left is a wooden platform you must jump across, as well as a Zombi for you to perforate. Once across the platform, first bear left, then ventilate the Zombies, then jump across and head into the room on the right (jumping, of course). After you land, turn 180 degrees around and you'll see a ledge on the wall. Leap across and grab the ledge, scale your way to the left, and when you reach the gap in the wall, do a back-jump onto the platform behind you (don't worry, it's there — and if you don't believe me, use your camera controls to double check that it is.).



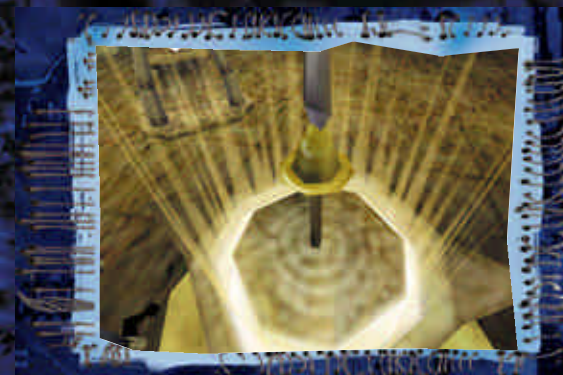
From the comfort of this little alcove you can now jump across to the next ledge and repeat the exercise. After you've back-jumped off the ledge, you'll see that there's another platform you can jump across. Ignore that for the time being, and turn around until you see the passage behind you. Head into the passage. Watch for the fire-mask on the wall and the spikes retracting from the floor. Jump into the room and you'll see another platform sequence. You can either jump across the platforms (risky), or climb along the ledge (better). Take the ledge and do a back-jump when you reach the end. Turn around and shoot whatever

enemies wait for you and then run across to the next hallway, collecting any necessary items along the way. In this hallway is an alcove on the left side. You might notice it when the Zombi comes rushing out to eat you. Teach the Zombi a quick lesson and peer inside the alcove. Therein lies a steep drop. Jump down and brace for a pack of Zombies that come flying out of the woodwork. After you're done blasting these goons to gibbons, shoot the large "meat mass" that sits in the middle of the room.

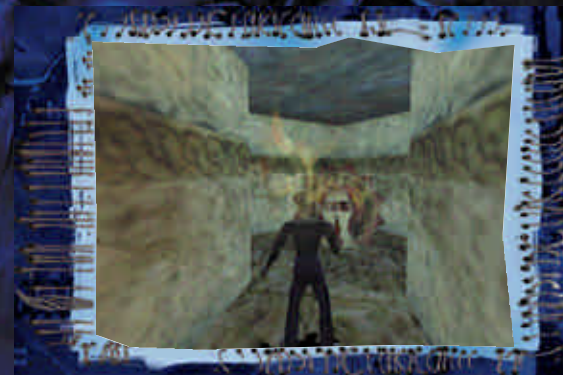
Jump into the pit that remains. Scoot out of the hole where you land and look for the altar. Just past the altar is



another one of those lovely little podiums which holds another Voodoo-weapon for you to keep n' collect. This time, it's the Baton. "This should be useful," says Shadow Man. No kidding. After you're done admiring this Voodoo power-eating accessory, look around the room and you'll see five podiums that resemble your Shadow-Meter. Each of these will accept 100 Cadeaux each, and reward you with an increase of one notch to your



health meter. To complete the deal, walk up to one of these podiums and press the action-button. You should be powered up by one level. Each receptacle accepts only 100 Cadeaux each, so to upgrade each health level you need to visit each one separately. Now that you've got the Baton, feel



free to warp back to the beginning of the Temple. But don't use the Teddy Bear to do it... if you've been reading

your Prophecy Cards you should see that the Baton can be plunged into altars — one of which conveniently sits in this room. Walk up to the altar and use the Baton on it. Before you can say "energize" you'll find yourself at the entrance to the Temple. Remember this trick — it will prove useful later. Now that you're back at the start of the Temple, head off and re-explore the Paths that you haven't searched yet.

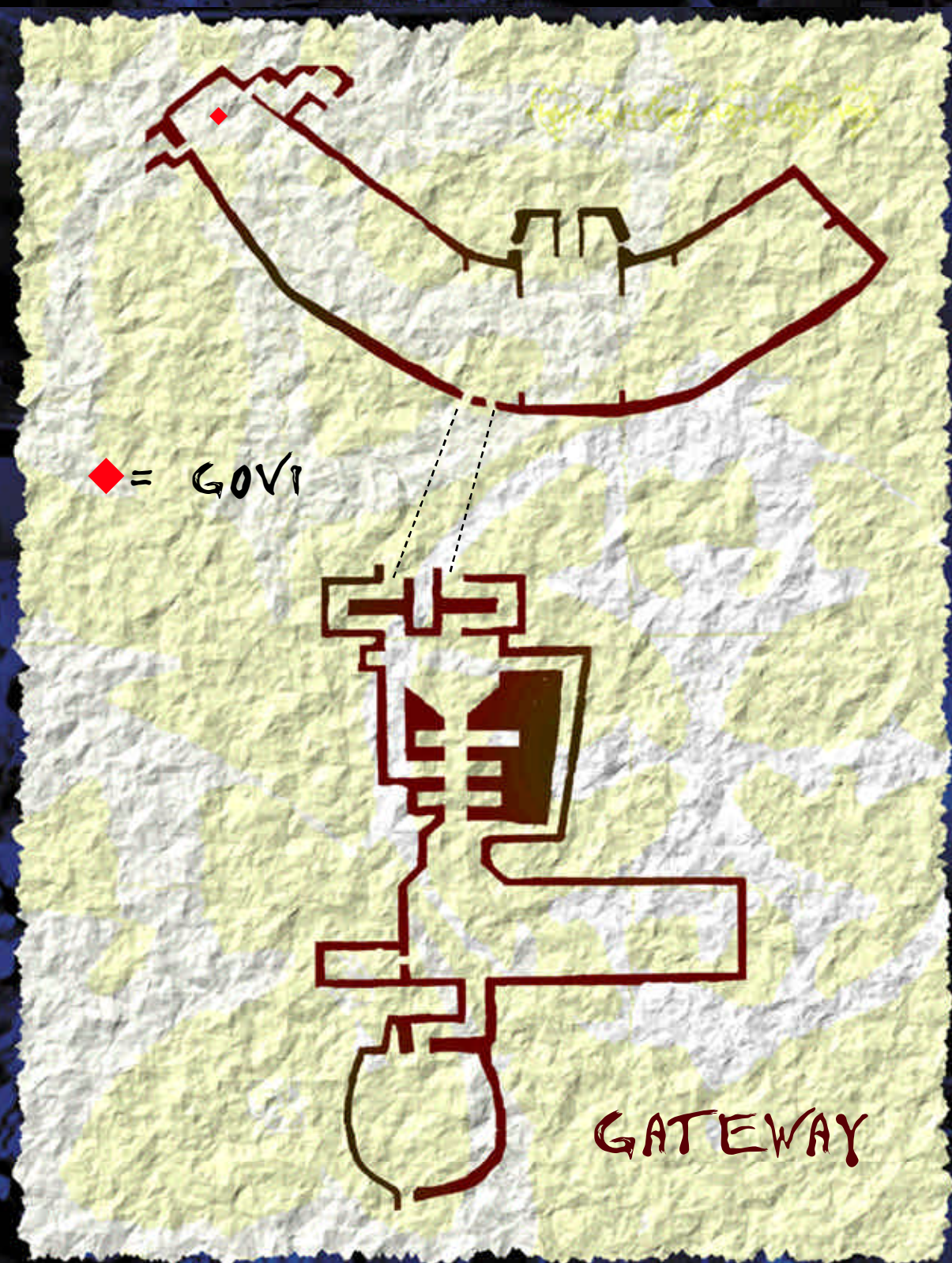
- IN THIS SECTION, YOU SHOULD HAVE:**
- Collected 2 Dark-Souls — Gone up to Shadow Level 2 (3 Dark-Souls)
 - Collected 2 more Dark-Souls
 - Collected Asson
 - Found the Temple of Life and entered it, Obtained the Baton,
 - Acknowledged Altars of Life that Cadeaux are used on Shadow Level 2, Total Dark Souls = 5

ANECTDOTE FROM ACCLAIM STUDIOS TEESSIDE

The appearance of Jack the Ripper in Shadow Man arose when our producer was describing how the Asylum should look to our production artists "It should look Victorian — as if it were designed by Jack the Ripper himself!". We all stopped, looked at one another and smiled. Until that point the London Underground was populated by a faceless killer called the "Blindman" who we were struggling to get to grips with.

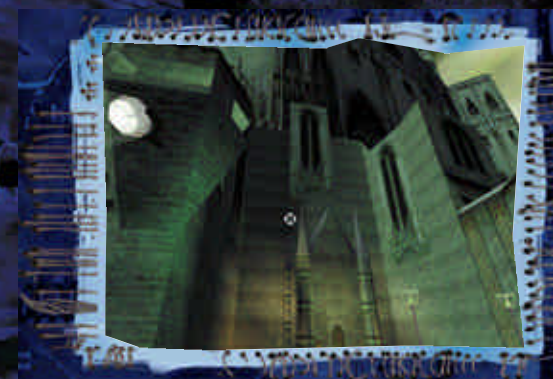
TIPS FROM THE SHADOWMASTERS

WASTELAND — Inside the Spinning Door Hut is a Govi, situated across some hot coals. Few know that you can actually make this jump, though the penalty for failure is sunburn like you wouldn't believe.



At this point, use Luke's Teddy Bear to go and speak with Nettie. She'll have more to tell you about your mission. Following that, give Jaunty a visit and he'll have more news for you, as well. Then head back through the Deadside Gates and make your way to the

bridge that overlooked the Coffin Gate that you couldn't open before. Jump down off the bridge and watch as Shadow Man glows an electric green while bursting open the door. Head through and you'll emerge near a large circular pit. Here you'll find two



Coffin Gates, neither of which can be opened by Shadow Man at this point. Instead, run over to the gigantic tunnel leading off into the distance and follow it, which will trigger another story-evolving cinema. This is what you have been waiting for. You are on your way to Asylum.

As the cinema ends you'll find yourself emerging from the fleshy Paths of Shadow tunnel to find it interrupted by a fearsome brick wall. Jaunty was right — the Asylum has been tearing its way through Deadside (hmm ... I wonder if there are more places where



this might have happened ...?). Whatever ... the task at hand is now to get onto the big pipe and enter the Asylum. Follow this section through and try not to get squished by the crushers. Very quickly you'll find yourself overlooking a giant courtyard, with the Asylum towering above you. After a fair drop into what looks like a hellish version of a State Penitentiary, a quick glance around the spotlight-filled area will reveal one of the widest, most open spaces you've seen thus far. To your left you'll see a sus-

pending platform with a Govi sitting on it, but it's too high to reach right now. Ahead (there's nothing to the right) you'll see a "drawbridge" of sorts. While it's not technically a drawbridge, it does bridge a small fiery moat ... and it's damn big. The main problem, however, is that you can't open it. But then again — if you were constructing a fortress in Deadside,



would you just leave the door open? Anyway... there is a short metal box with a square hole in it planted to the left of the door, but you don't have anything to activate it with now.

Peering back down into the moat, you'll see a substantial piece of pipe running to the left and right of the "drawbridge". Following the path to the left will get you nowhere yet. Instead, you'll want to follow the pipe to the right. Making sure to avoid getting singed by the bursts of flame that spew from the pipe, follow the metal catwalk into another room filled with moving platforms and a jungle-gym network of descending pipework. A single Cadeaux is placed (oddly enough) in the highest reaches of the ceiling-bound venting. Careful footing



ASYLUM GATEWAY

ASYLUM GATEWAY

is required to get it down. At this point you might want to use Luke's Teddy Bear to warp back to Nettie and Jaunty, respectively, as they will both have new advice to offer you. Since you've already gotten this far,



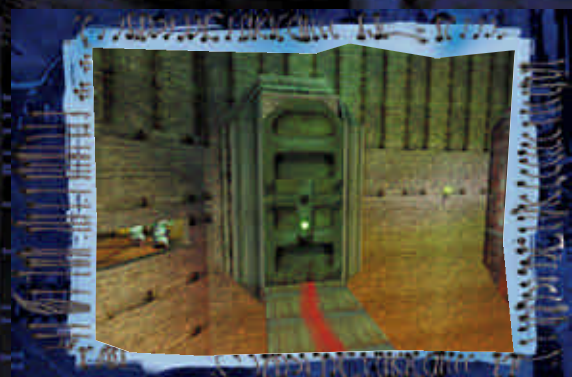
you can use the Teddy Bear at any time to return yourself right outside the drawbridge. If you don't feel like chatting, jump to the moving platform and take a ride to the other end of the room, where two identical platforms lie in the lava. Jump the two platforms, leap to the pipe nearest it and vault up to the passage in the wall. On the other side of the passage is a tricky combination of moving platforms and fiery "death".



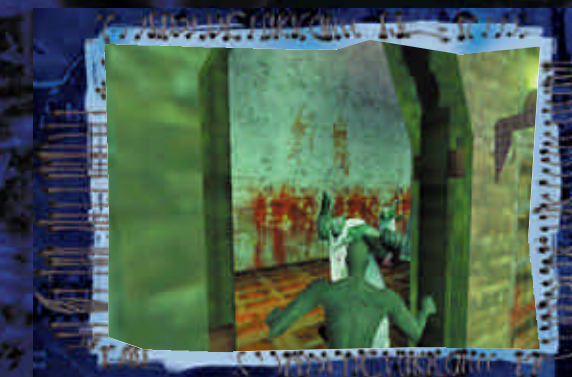
The barrels on the pipe contain two Cadeaux, making it worth the effort to attempt the jump. Following that, you'll want to make your way to the other side of the room. To do this, you'll need to jump from one moving platform to the other, drop to the pipe below, navigate the plumes of fire spurting out from the pipe, and leap up to the entrance in the wall. Follow the tunnel past the slamming doors

and the huge mechanical gears. Continuing on, the path splits in either direction, though you can see ahead and below through the grill in front of you. In the room visible through this grill you should be able to see a large Brutal.

The left path is a dead-end, so don't even bother looking. To the right is a room with a small drop and a wretched Deadsider waiting for a good gibbing. After you retrieve any necessary power-ups, go through the door to the left. Here you'll encounter your first psycho who has hooks and blades for weapons, affectionately known in the Asylum as the Hookman!



A Baton and Shadowgun combination while strafing is the best tactic, and when you're finished look for the door directly to the left of where you came in. Two more Brutals are entertaining themselves inside. This is the room you were looking in through the grill upstairs. Waste the butchers (even though this is purely optional,) collect the goods and head back out, steering towards the hall on the left. In this



room, numerous enemies await as well as doors to other rooms. Clear out the various pugilists and gather the various items you may need (health, Voodoo power, etc.), cleaning out the rooms one by one. In one room you'll find another door with the same lock/mechanism that you spotted out by the drawbridge at the start of this level. Ignore this room for now and continue down the hallway. This is where things can get tricky since there are so many paths you can take. The first entrance you'll see is an extremely large door that seems to be locked. You'll notice that it has a glowing orange-colored light. Keep moving for-



ward and you'll have to tango with a couple more sickle-wielding Brutals. Remember that in tight spaces, much like the ones you'll find here, Shadow Man can jump back quite rapidly and quite far, putting much needed space between you and your newfound friends. Torch the bad-boys and make your way to the end of the hallway where you can go to either the left or right. The left is a long, serpentine uphill tunnel. Wait for it. For the time being continue on, peeping into the room at the very end. A Brutal lurks inside bearing arms (a first!). He might not immediately see you, giving you time to get in a couple shots before he wises up to your presence. Dart in and out of view, strafing and sending volleys of wraiths in his direction until he either drops or comes tumbling out after you. If he rushes you, use the

Asson to make quick work of him. Dash into the room, grab the sixth Govi/Dark-Soul and take a moment to contemplate the awful situation ... Dark-Souls have found their way into the wrong hands within the Asylum! Then head back out to the twisty tunnel you avoided just a minute ago. As you make your way up the tunnel, you'll discover that there are many sickos ready for your shenanigans. By this point, you should readily adopt the tactic of strafing around corners, weapons at the ready, powering your Shadowgun up just in case some sickle-happy butcher is waiting around the corner. Basically, proceed with caution. At the end of the mini-labyrinth is a room with a bunch of items you will need. At the "dead-end" of the hallway are two entrances set a few feet above eye-level. These two entrances are actually connected. The farthest one leads to a deep shaft, while the closest one will steer you through some slamming doors, only to drop directly in front of the grilled window to the first Brutal's room. Naturally avoid that one (as it's a big waste of time), and take the one that leads to the steep drop. After you land, blast the barrels for goodies at the dead-end in front of you, if need be. Next, double-back and follow the tunnel to



where it drops even further. From this advantageous perch (a camper's delight!) pick off the Brutal you see roaming around below, saving you a potential headache. Drop down into

the room and be prepared to blast his buddy. After dispensing with both of these knuckleheads, grab the Engineer's Key and every damn lock/mechanism you've seen up until

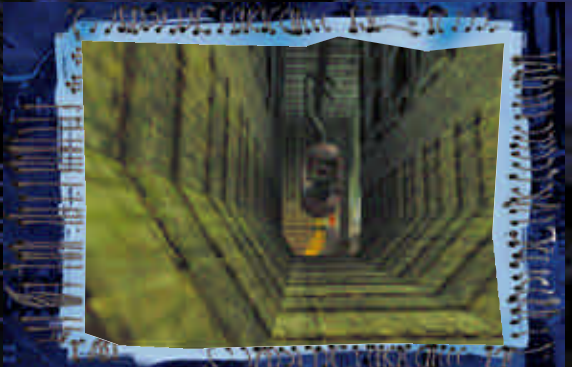


this point can now be opened. Beware the sniper taking potshots at you through the open window. It's difficult to pick him off from this distance so don't waste your time. You'll be close to him soon enough. Equip the



Engineer's Key and use it to make Shadow Man "flick the switch". Back out in the hallway, you can use the key for other locations. Now that large door with the glowing orange light will become a large door with a glowing green light. Head inside and you'll find yourself in the room where that sniper is. A Govi awaits, but so do three snipers. Dispatch these scumbags to the lower reaches of Hell and get the Govi afterwards. This is the sev-

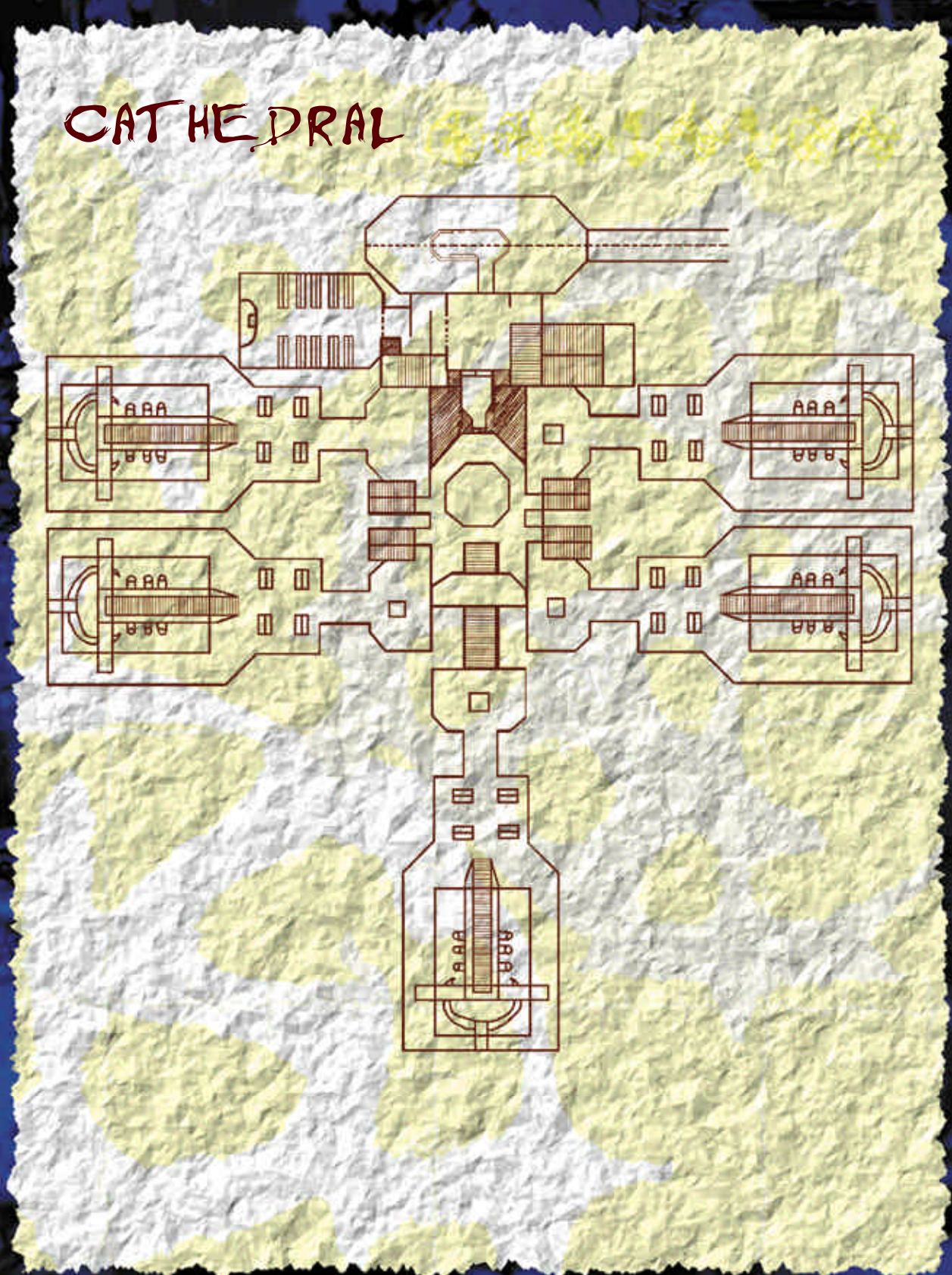
enth Dark-Soul, which means you'll move up to Shadow-Level Three now — congratulations! You'll notice that your pals have a suspended lovely trolley, complete with padded interior for Asylum customers, but leave the carriage alone for now. Instead, continue following the adjacent corridor, fragging lunatics as you go. Go right to the end of this corridor, for yet another Govi is in the room at the far end. Open it, collect the Dark-Soul, and go back up the corridor. Eventually you'll come to an arena-sized enclosure that has a lockset next to



the door. Unlock it, open the door and you'll find yourself back at the start of the level, right inside the drawbridge. You can now enter at any time you wish. Head back to the trolley and climb inside. Throw the lever and sit back comfortably as you are ushered in to the next area.

- IN THIS SECTION, YOU SHOULD HAVE:**
- Entered Asylum, Collected 1 Dark-Soul
 - Collected Engineer's Key
 - Collected 1 Dark-Soul, Gone up to Shadow Level 3 (7 Dark-Souls)
 - Collected 1 more Dark-Soul
 - Used shuttle to Asylum: Cathedral of Pain Shadow Level 3, Total Dark-Souls = 8

FIRST ENCOUNTERED - SHADOW LEVEL 2 - MINIMUM 3 DARK-SOULS





When you arrive, you'll witness a stunning gothic/industrial change in scenery and architecture that might just leave you in awe. But this isn't the time for sightseeing since two snipers are busily trying to draw a bead on you the instant the trolley door opens. There are three "entrances" here: one straight-ahead, one to the left, one to the right. Take the one to the left for starters and make your way until you reach the lava-zone. To the right are some barrels (past a caged Deadsider!) in case you need some power-ups. Across from the cage is a Govi. Jump across the channel (you can do it!) and retrieve the Dark-Soul. To the left of where you came in is a room with some Brutals in it, along with some barrels. Go back up to the room where you arrived and take the door to the right. Here, you will be able to go left or right. Go right, up the hallway and activate the movie projector you'll find at the top. Once it starts playing, head back down and take the path to the left. Moving to the front of the theater will give you a close-up view of a very strange projection on a very strange screen (which looks like it's made of stretched skin). Perhaps this is a clue of some sorts.

The projector room exists in the PC version only!

When you're finished with the matinee, go through the central doorway in the main hall (taking note that some of

the hieroglyphics on the walls seem to have Jaunty in them). The next room contains a large pit, across from which

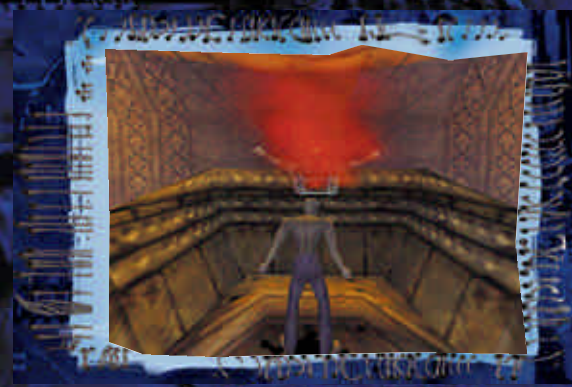


lie two snipers locking and loading. Dispense with these dummies, as well as any additional baddies that might pop up from the adjacent hallways. When you've secured the area, look around carefully. There are five entrances for you to choose from. Two on either side, and one straight ahead. The symbols above each door correspond with the detailed notes in Nettie's File. These are the portals to each of the Serial Killers you must find and destroy. You'll recall, upon entering this area, that you heard Luke's voice and saw a glimpse of his Teddy Bear. By now you know this has significance, and it surely does here. Take a deep breath, you've found the Cathedral of Pain.



The problem with facing the Serial Killers at this point is that despite leaving the Cathedral from Deadside, you'll emerge into their domains on Liveside. As such, you will not have use of your Shadow-Powers and will not be

able to stop them since they are immortal. Of the five entrances, only two are currently empowered to lead



you to their respective bosses. If you want to get a feel for these psychos, head off and investigate by going through to visit either Milton T. Pike or Marco Cruz. This will give you an idea of what you're up against. But be warned that you will not be able to stop them at this point.

TIP: Though the Serial Killers are extremely deadly, we suggest facing at least one of them before going to visit Nettie at this point. Failing to do so might result in missing some valuable information on The L'Eclipser.

- IN THIS SECTION, YOU SHOULD HAVE:**
- Gone down to lower level,
 - Collected 1 Dark-Soul
 - Gone to upper level, checked out slide projector — a clue?
 - Gone through to Liveside to meet either Milton T. Pike or Marco Cruz in the Gardelle County Jail in Texas
 - Shadow Level 3, Total Dark-Souls = 9

ANECDOTE FROM ACCLAIM STUDIOS TEESIDE
 The final Shadow Gun sound was made out of a composite of several sounds including: "Vulture Screech", "Thunder Clap", "Human Moaning" and "Baby Crying", amongst others.

TIPS FROM THE SHADOWMASTER

COFFIN GATES — You might notice that Shadow Man feels the need to let every Coffin Gate know he's the "Lord of Deadside". Hey, once you start letting doors get uppity, who knows what might happen?